

## DECLARATION

I Daniel Hazelton, believe myself to be the original and first to invent the sport of Dictionary Dazzle or Dic Dazzle, kick named Dazzle and the portable form, disclosed in DISCLOSURE DOCUMENT NO. 480001 and further described in the foregoing Patent Application Specification. I reside at 55 Nunan Street in the City of Charleston, South Carolina, and am a citizen of the United States of America. My mailing address is 55 Nunan Street, also in the City of Charleston, South Carolina. I have reviewed and understand the contents of the enclosed specification, including claims, and I am aware of my duty to disclose to the United State Patent & Trademark Office all information known by myself, to be material to patent ability as defined in Section 37 CFR 1.56, Duty to disclose information material to patent ability.

I hereby declare that all statements made herein of my own knowledge are true and that all statements made on information and belief are believed to be true; and further that these statement were made with the knowledge that willful false statements and the like so made are punishable by fine or imprisonment, or both, under section 1001 of Title 18 of the United States Code, and that such willful false statements may jeopardize the validity of the application, any patent issuing thereon, or any patent to which this verified statement is directed.

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## APPENDIX

It's better than fun, Its Dazzle

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Dictionary Dazzle or Dazzle is a new sports game. It can be played in many different forms. Dazzle combines athletic competition with a touch of word play to make an interesting and challenging event. Dazzle is different, one way is because as you grow older Dazzle offers different aspects of play, to keep you entertained. Dazzle can be played in the spirit of team competition or as an individual contestant sport. Dazzle is simple to learn and easy to play, but more importantly, it gives players a fun and easy way to enrich their word power skills, as well as mathematics. If you like different use Dictionary Dazzle, its an athletic contest in which some contestants may try, getting away, with the use of a pun.

### Fine Points of the Game

Dazzle can be played as a contact or a non-contact sport, also solitarily. Like most sports there are a number of various degrees present, when measuring the difficulties that's involved with mastering this game. But like most sports, only a fundamental level of skills are required to play the sport. However Dazzle offers different skill levels of play. For instance, if you are playing this game as a contact sport, you have to display a higher level of performance to play it, then if you are playing this game as a non-contact sport. It also is true if you are playing the first fundamental stage in the levels of Dazzle play, (Kiddy Dazzle) the level of your expertise would not need to be as great, then if you were playing in the last level of play (Super Dazzle). But no matter the level of play, there is a constant which exist for all levels of Dazzle. It is referred to as the Dazzle Board and it is the center of all fundamental play in the game of Dazzle. The board has eight directional points and each point has an order of play especially designed just for that particular point printed on the face, of the Dazzle Board. In the center there lies a pointer. The pointer is what contestants power around the board. If the game is contact, it is a struggle pitting each team's player against the other, striving to get it within their grasp and if they get a chance to touch it, strive to make her spin, at least one revolution. Ah its great, you ought to see them fight to power her for control, as each man zealously tries to stop the other. However if the game is not Contact Dazzle, then players compete in a far less competitive fashion, for a victory on the field.

Basically there are three competitive ways and one way of Solitaire to play the game of Dazzle that can be played indoors or out of doors. They are:

1. playing with the Dazzle Board only competitively - (two forms)
  - A. Contact Dazzle, Straight Scoring with the board only and
  - B. Non Contact Dazzle; (no levels of competition used for both forms);
2. playing with the Dazzle Board and the Dazzle Bar - (two forms)
  - A. Contact Dazzle and
  - B. Non Contact Dazzle, (in both areas the four levels of competition are used);
3. playing with the Dazzle Board, the Dazzle Bar and a Dazzle Mate (the four levels of competition are use but the game is not discussed in this manual.
4. playing with the Dazzle Board Solitarily only.

Instructions found on the Dazzle Board and an explanation of these instructions are:

1. Free Spin (0 points) - contestant must spin again, unless when using a clock time expires.
2. Take a guess (12 points) - players guess the weight they can lift, if successful 12 points are awarded.
3. Wagging a weight (3 points @ pound) - for every pound the player lifts, 3 points are awarded.
4. Add 2 ounces (10 points) - player must add two additional ounces on the bar and lift it.
5. (OPTIONAL PLAY - DEAD SPIN WHEN NOT USED) Ante-up Again (0 points) - player must re qualify to remain in the contest by putting up the stipulated ante once again.
6. (OPTIONAL PLAY - DEAD SPIN WHEN NOT USED) Start Over (0 points) - player must lift qualifying weight again to remain in the contest.
7. Add a weight (4 points @ ounce) - 4 points are awarded for every ounce that is lifted.
8. Subtract a weight (1 point @ ounce) - for every ounce that can be removed from the Dazzle bar, 1 point is awarded.

**\*\*NOTE:** If playing Contact Dazzle - Straight Scoring with the board only, (From Here On Referred to as Straight Scoring) just the pointer determines scoring plays and not the instructions on the Dazzle Board in conjunction with the Dazzle Bar. Also if the black tip of the dazzle pointer land on one of the lines dividing the instructions atop the board, the spin becomes invalid in all forms of Dazzle.

[(OPTIONAL PLAY) All who want to play Dazzle must pay an ante. The ante can be word play, athleticism, play money, almost anything, even tooth picks if desired. A preselected period of time called an Ante Interval is picked for as a time period that is used, for the completion of any athletic and word play events. However all team competition must be played in accordance with the Minimum Number of Events For the Corresponding Ante Interval Time Limits listed below.

**Minimum Number of Events For the Corresponding  
Ante-Interval Time Limits**

<u>Ante-Intervals</u>	<u>Events</u>
15 seconds	1 event must be word play
30 seconds	2 events, 1 must be athletic
45 seconds	2 events, 2 must be word play
1 minute	3 events, 2 must be word play
75 seconds	3 events, 3 must be word play
90 seconds	4 events, 3 must be word play
105 seconds	4 events, 4 must be word play
2 minutes	5 events, 4 must be word play

In addition to paying the ante, if you want to play, players must also make what is called a qualifying lift using the Dazzle Bar, prior to paying the ante.(OPTIONAL PLAY OVER)]

Now all weight that's place on the "Dazzle Bar" during the act of competition, must remain there, unless "Subtract a weight" is spun.

Otherwise no weight comes off of a Dazzle Bar during the game regardless of whether the weight is assumed or real.

Games g t started with the team captains meeting in the center of the field or gymnasium with the umpire. The umpire asks for someone to call it, heads or tails. If more than 2 (two) teams are playing the umpire uses a die or dice. If more than one captain picks the same number those captains must pick again. The umpire now will toss the die into the air, catch it with one hand and flip it over into the flat palm in the other hand. The team coming closest to what the die shows, has the choice of selecting play in the contest and taking to the offense or defense if applicable. Lower numbers always win if there is a tie in numerical distances between calls. \*\*\* Play Selection includes if an ante and qualifying lifts will be used or a base weight with no ante and qualifying lifts or if the contest is going to be straight scoring.\*\*\*

#### THE FIELD

Dazzle fields are rectangular and measure 45 yards by 110 yards. The Qualifying and Re Qualifying Area located mid field, is 60 yards long (extends across the field) by 45 yards wide (extends down the field). To each end of the Qualifying Areas is a Penalties Area, containing a microphone. At one end of the playing field is the Dazzle Board, that is within the inner circle and the inner circle is centered, in another circle entitled the outer circle. To the other end of the playing field, rest the Dazzle Bar, in an area known, as the lifting pad. Inner circles measure 38 feet across, while outer circles measure, 88 feet in diameter. Outer circles begin, 10 yards from the playing field's boundary end line. And the boundary side lines are, 23.5 feet away, from an outer circle. The outer circle extends down the field into the Qualifying and Re Qualifying Area approximately 23.5 feet. To each end of the Qualifying and Re Qualifying Area are the Penalties Area. They measure 45 yards in width by 7.5 yards in length. All the way down the field where the Dazzle Bar is kept, is the connecting zone's boundary lines. The zone starts 19.5 yards, from the line, marking the end of the 45 yard width, of the Qualifying Area. Prior to reaching the lifting pad, you first encounter the connecting zone. Right after the connecting zone is the follow through. Together the both measure 8 yards in length. Individually they measure 2 and 6 yards, respectively. Just after the follow through is the safe zone and it is 10 yards long. This is where the lifting pad is, which measures 8 feet by 8 feet and is centered, in the safe zone 1 yard, from the boundary end line.

#### Terms

Base weight - weight up to two pounds (2 lbs) die toss or coin flip winner selects that is placed on the bar before a game gets under way if an ante and qualifying weight is not used.

Boundary end line(s) - lines at both ends of the field that mark the outside of the playing area.

Boundary side line(s) - lines on both sides of the field that mark the outside of the area.

Connecting zone - the hashed area of the field a runner must enter which starts the connection between the runner and the Dazzle Bar during any scoring attempt in the game of Dazzle.

Defense - any team that is not in possession of the Dazzle segment clock.

Designated receiver - a player who a runner makes an exchange with for the purpose of taking over the run and lift opportunity.

Designated runner - the person that has completed a spin.  
 Designated spinner - a format of Dazzle that uses the order of a line-up for a spinner to take their turn at spinning the pointer.  
 Entrance - the part of the field a player must use to enter the penalties area.  
 Exit - the part of the field a player must use to exit out of the penalties area.  
 Follow through - the portion of field between the connecting zone and the safe zone a player must cross to attempt a lift or receive a score if Subtract a weight is spun.  
 Inner circle - a circle within the outer circle having the Dazzle Board in its center.  
 Lifting area - an 8 foot square area containing the Dazzle Bar a player has a period of 15 seconds to complete a lift once entering.  
 Lifting pad - a mat or pad measuring 3 feet by 3 feet the Dazzle Bar lays on during a contest.  
 Microphone - six inches on the outside of the penalty area there is a microphone players must use to for fill all word play requirements during a contest.  
 Need opportunities - when a player must Re Qualify to stay in the contest through an ante or a lift.  
 Offense - a team that is in possession of the Dazzle segment clock.  
 Outer circle - the larger circle on the Dazzle field that players line up around to play Contact Dazzle.  
 Penalties area - the part of the field on both sides of the Qualifying and re qualifying area players are sent to, for minor infractions committed during play.  
 Penalty area boundary line - the outer line that marks the outside of the penalty area.  
 Pointer - the portion of the Dazzle Board players spin.  
 Qualifying and re qualifying area - the portion of the field between and including the penalty area players perform athletic and word play events inside of, needed to satisfy ante requirements before and during play.  
 Referee - one of the three lesser officials controlling the game  
 Runner - a player that has completed a spin and is now the person that will attempt to run down the field generally during the coarse of 4.5 minutes or 5 downs and make it into the safe zone for a lift of the Dazzle Bar or to collect, a Subtract a weight score.  
 The attempt - a team's effort to score.  
 Umpire - the head official in a Dazzle game.

Playing Rules are as follows:

**RULE 1** \* A spin must be completed by a player that carries either an opportunity to put weight on to the Dazzle Bar, to take weight off of the Dazzle Bar or counts as a score.  
 a. Once a spin has been completed an official will stop the action and the umpire will announce the attempt or will acknowledge points if the contest straight scoring.  
 b. For opportunities to score, the person who has just completed a spin, their team (offense) will line up just inside the outer circle facing the safe zone. The defense will line up in front of them so as to defend the bar.  
 c. For need opportunities requiring a player to re qualify or ante up, the offense line up just outside the outer circle. The defense can stop the runner for up to thirty seconds through bumps, blocks, arm drags and even

holding up to three seconds from getting to the Penalties/Qualifying and Re Qualifying Area.

d. A sound such as that of a buzzer or bell will signal when the thirty seconds has ended.

e. If the runner fails to Re qualify they are ejected from the game. The defense lines up so as to prevent an offensive player from getting into the penalty area.

**RULE 2 \*** There is a total of four and one-half minutes or up to five downs, excluding penalties, that are allotted for a team to complete the scoring process and if in Face-off, 3.5 minutes after a spin has been completed.

a. Then the designated spinner, now the runner or designated receiver if there has been a pass, will attempt to run down the field and cross over into the connecting zone before being knocked down or a hand or knee or both touch the ground four times.

b. If they are successful in crossing over into the connecting zone the umpire will stop the action and ask the runner how much weight they want placed on the Dazzle Bar.

c. Then the runner will attempt to cross over the follow through into the safe zone.

d. If Subtract a weight was spun, no weight will be added to the bar and the umpire gives the signal for the action to begin again once a runner reaches the connection zone.

**RULE 3 \*** After the weight's placed on the bar and the action's restarted, the runner needs at least one down left to reach the safe zone from the follow through in order to score or attempt a lift to score.

a. Each time a runner's knocked down causing one or both of their hands or knees to touch the ground, this ends one of the chances for the runner to safely cross over into the safe zone.

b. Once the runner reaches the safe zone, the action is stopped and the right is won to attempt a lift by the runner.

c. If the lift is successful then the runner will have increased their team's score by the value assigned to the weight that has been added to the bar.

d. If Subtract a weight was spun, the runners job is over. The action is stopped and the referee removes all weight from the bar. One point is then awarded the runner's team for every ounce of weight, that was taken from the Dazzle Bar.

**Rule 4 \*** When a lift is to be made, the umpire gives the signal to proceed with the lift and the runner has thirty seconds to complete the lifting process.

a. There is a total of fifteen seconds that can be spent in the lifting area to make the lift and then gently hand the bar to the official.

**RULE 5 \*** When a player has been knocked down, while on the ground that player can still advance up to 10 (ten) feet forward, by crawling before an official signals that a play is dead, if runner hadn't reach the connecting zone.

**RULE 6 \*** During a run the runner can make an exchange. The exchange is when the runner and one of the runners teammates grasp their hands and forearms for a full second. When this occurs the person the runner exchanges their grasp with, then becomes the designated runner.

a. When the defense anticipates and intercepts an exchange, this is known as a stolen exchange. For interceptions, only the defense has to maintain the grasp for one full second.

b. When a successful stolen exchange takes place, an official must verify the steal by signaling during the action.

c. If a stolen exchange is signaled the exchange stealer has now become the designated runner. When that occurs, the defense now becomes the offense and the new runner will pick up from where the failed runner or person losing the exchange, left off.

Example: if the designated runner was about to cross into the safe zone when the stolen exchange took place, all the exchange stealer simply has to do is cross over into the safe zone. After doing so the new runner's team is now in the position to score and has all 5 downs, in order to complete a score.

Games are as follows:

**RULE 7 \*** All games begin with the umpire's toss of a coin or die. a. If more than two teams are playing the die can be tossed twice.

b. Face-off is the only contest when played outdoors that 5 (five) teams are allowed to participate in any one game of Contact Dazzle.

c. If played indoors a maximum of no more than 3 (three) teams can participate.

**RULE 8 \*** The team captains give a number between 1 and 6 or 2 and 12 if more than two teams are playing and the captain coming closest to the number showing on the die(s) will win the toss when a coin is not the determining factor.

a. The winner then selects a qualifying weight and ante or base weight and the type of contest to be played such as Face-off, Side out, etc..

b. Then depending on the contest, elect to defend or take to the offense once the umpire spins the pointer for a game to start.

**RULE 9 [(OPTIONAL PLAY)]** Each team receives 5 chances to place 11 players if played with Qualifications. The first qualifier counts for two slots, the second - three slots, the third - four slots and the last two - as one apiece.

a. After the qualifying weight is loaded and cleared, the winner of the die toss pays the ante in accordance with the selected ante interval. If for some reason an infraction occurs, the losing captain or next closest to the call receives the honor. If for some reason the losing captain also incurs an infraction, the next closest to the call or the umpire will make the selections.

b. The umpire's selection is not to be more than a 45 second ante interval or over an 8 ounce qualifying weight. After the winning captain has qualified all others then try.]]]]

**RULE 10 [(OPTIONAL PLAY)]** After the qualifying begins, there will be no more than 30 minutes allowed between two teams. 10 minutes for the qualifying lifts and 20 minutes for paying the antes.

a. Six minutes will be added for each additional team playing.

b. When time's up, it is announced that Qualifications has ended and any team not finished qualifying, will have to play with the players, they have that have already qualified.

c. The midway point and 5 minutes remaining in qualifying will be announced if there are people still qualifying at that time. After the die toss, teams will go right into qualifying.

d. Each team will supply a list for the officials of the persons qualifying for their team before, they begin at the lifting pad. The referee(s) will identify a players and that player will enter onto the lifting pad, pick up the bar and

within 15 seconds qualify and then hand the bar to official. At which time, the referee will place the bar or have the bar placed back onto the lifting pad.

e. If a player does not lift the qualifying weight, then the player does not continue with the qualifying.

f. Players that qualify will go to the Penalties area. When a player is identified, that player prepares to enter the Penalties area, when the clock starts. Players enter the side in front of the Penalties entrance. The player then goes to the microphone for any word play, then leaves the penalties area via its exit and enters the Qualifying and Re qualifying Area. There they will perform any athletic event(s) needed which are part of the ante.

g. Upon finishing that event, the player will leave the field through the Penalties entrance and exit this area, via the side to the front of the Penalties exit.

h. If a player fails to follow any of the entering or exiting procedures, during the qualifying, a third offense will cost the team one of their qualifying slots; reducing the maximum number of players who can play on the violating team, down to ten. (OPTIONAL PLAY OVER)]]

**RULE 11 \* After Qualifying if applicable, the action begins. Teams line up around the outer circle and wait for the umpire, to spin the Dazzle pointer, which starts the clocks along with the game. a. Games take one of the three forms of play - Designated spinner, Side out or Face off. b. When just two teams are playing, teams will change Penalties area after the half. When more than two teams are playing, everyone will use the same Penalties area and then change at the half. c. Each team receives 3 time outs per half. One - 1 minute time out and two - 30 second time outs.**

**RULE 12 \* The game consist of two equal halves of 42 minutes that are played. There are two clocks that keep track of time. One is the dazzle clock and the other is the segment clock.**

a. The dazzle clock keeps track of time in a half and stops only, for special time outs, which the umpire signals. Example: Some crazed fan runs out onto the field, administrative problems etc. b. The segment clock keeps track of the 4.5 minutes a team has 5 downs to score within, but does not include penalty time. It stops for penalties, and the downs, but only after a runner, reaches the connecting zone.

c. If time runs out as a player crosses into the safe zone then, the lift is still allowed.

d. If a game ends in a tie a Sudden Death Overtime is played by placing 15 minutes on the dazzle clock. For Side-Out and Designated-Spinner a die toss or if only two teams, coin flip can be used to start the period.

e. Substitutions are made during a time out or during a penalty situation. But no team can play more players than they have qualified for slots.

f. Players leaving the game must wait at least one play before re entering a contest. If a player has to leave the game because of failure to pay an ante or failure to re qualify, then that player cannot return to the game.

i. A team's coach or captain can let the officials know when a substitution is desired but, any player can ask for a time out.

j. Only coaches and captains are allowed to talk to th umpir and referee.

**RULE 13 \* If a team has a spin blocked or pinned 3 times during a segment, that team will have to take to the defense, in all formats of Dazzle except**



**Face off.**

- a. If an offensive team fails to touch or move the pointer, during any 45 second period of play, the offensive play is terminated, except in Face off.
- b. For Face off, after a player attempts a spin or makes contact with the Dazzle Board's mounting or the board itself, the player must exit to the outer circle before re entering to the inner circle. If they fail to do so, the penalty for them is to wait out the rest of the segment in the Penalties area.
- c. During all forms of Contact, offensive players have a total of 2 (two) seconds that they can stand or stay in any given spot while within the inner circle.

**RULE 14 \* A designated spinner or receiver - (the runner) is not allowed to leave the field and return to continue their run. The point where they leave the field will count as their down.**

- a. Holding is allowed anywhere on the field for up to 2 seconds, except within the inner circle. However, no holding is allowed below the waist or above the shoulders. The penalty for such is to wait out the remainder of a segment within the penalties area.
- b. No flying tackles are allowed at anytime or clinched fist and throwing of blows. The penalty for such is an automatic ejection from the game.
- c. A player can leave their feet, within 5 feet of a player provided the player makes contact on the other player, with their chest only while their arms are at their sides and their body is at not, more than at a 45 degree angle. A player too can leave their feet, within 5 feet of a player to make contact, provided the contact is made with the back of their body while their arms are folded across their chest and their body is still in a vertical position.
- d. Flying contact other than described above is considered unsportsmanlike conduct. The penalty for the first offense can be a warning or ejection for the remainder of the half and the other team is awarded a free spin. The penalty for the second offense is ejection from the game and the other team is awarded a free spin along with, a free lift.

**RULE 15 \* Once an official whistle blows, all action must stop. Late contact carries a penalty of waiting out the remainder of the segment in the Penalties area or a loss of a down if on the offense.**

- a. Once the referee has given the okay for play to take place or for play to resume after a play is whistled dead, if there are no infractions, the offensive team has 35 seconds to get a play off. The 35 seconds include play planning. A violation in this area is a delay of game and a loss of down.
- b. Once the referee gives signal for teams to line up and begin the game, no team can move until the pointer spins. A violator will be sent to the penalties area for one down.
- c. The referee spot's the run after a down. After spins, the offense lines up inside of the outer circle facing the safe zone. d. If runners touch the spinner or any the mounting during a run, there is a loss of down. If runners go out of bounds behind the board, that will end an offensive segment.
- e. Runners or one of their teammates line up at a spot of the official. Once on the spot, the player must stay there for 2 seconds, before movement is made, by an offensive team.
- f. Defensive players cannot cross the spot until the offense moves their feet. It is off side if they do and the penalty is an extra down for the offense. Defensive players can move before the offense provided they do not touch

offensive players.

1. If a player leaves the penalties area prior to a penalties keeper dismissing them, the player is ejected from the game for the remainder of the half.

#### **RULE 16      [(OPTIONAL PLAY) Word Play and Dazzle]**

Word play and athleticism are incorporated into Dazzle. When selecting the Ante the winner specifies what's to be done. Example: spell a word backwards or use five letter and supply a word beginning with a special letter. If athleticism is included, that is specified too. Example: do 5 push-ups within 3 seconds. The die toss winner makes a choice from one of the following levels in Dazzle, unless already predetermined by league.

Use 3 to 5 letter words for Kiddy Dazzle

Use 5 to 7 letter words for Intermediate Dazzle

Use 5 to 11 letter words for Professional Dazzle

Use 6 to 12 letter words for Super Dazzle

- a. Letters will increase by one for play off series and by 2 for championships. If any contestant fails to perform the word activities or the athletics, then they are eliminated from the contest.

Note: In all portions of "Dazzle" the words used must be able to be verified with the use of an ordinary dictionary. This means that going to the Internet or the nearest library in order to verify a word will not be permitted. And under no circumstances can words used on the "Dazzle Board" be given credit as a valid word choice. nor can words be used twice in the same contest.

- b. During playoffs and championships, the winner of the die toss selects 12 or more letters from the alphabets for contestants, to make-up words using those letters. The limits are as follows:

Kiddy - 12 letters, Intermediate - 12 to 16 letters, Professional - 16 to 21 letters and Super Wrist Dazzle - 21 to 26 alphabets. These letters will be on display.

#### **RULE 17**

##### **Challenges**

[(OPTIONAL PLAY) If a spelling or a mathematical total given is not found to be suitable, the defense can challenge the spelling or total.

- a. 2 - minutes are allowed for any challenge and this will come out of the challenger's next possession. During the challenge the captain or any of their players have one minute to look-up the word they contend is not correct or explain why they disagree with a total. The challenger will be given a dictionary or calculator for their challenge. The umpire will look at the dictionary information or method of calculation(s) that is being presented and then rule on the issue.
- b. The time allotted for the umpire's decision is 1 minute. If the ruling is in favor of a challenger, the player being challenged is ejected from the game. Otherwise the team making the challenge in addition to losing 2 minutes of playing time, they also forfeit one qualifying position for the remainder of the half. If the challenger receives no possession time prior to the last 7 minutes of a half, then one qualifying position will be forfeited for the remainder of the game.
- c. Each team has one challenge per half during a contest. If a player is caught with any form of cheat sheet or dictionary while on the field, th

player will be ejected from the game.(OPTIONAL PLAY OVER]]]

### **PENALTIES**

There are two type of infractions, the minor infraction which generally carries a penalty ranging from the detainment of a player to the loss of downs and the serious infraction, which can range from free lifts and spins to some type of ejection from the game.

These are the penalties.

**PENALTY 01** - Player(s) name is not recorded prior to the start of game - lost of that player.

**PENALTY 02** - Player(s) shouting obscenities or making outrageous comments to referee - player sits out one segment; second time player is ejected

**PENALTY 03** - Player(s) fighting - automatic ejection.

**PENALTY 04** - Player(s) use of improper equipment - automatic ejection.

**PENALTY 05** - Illegal offense - no offensive player on the line of play or more than 5 offensive players on field at the same time, offensive player within the inner circle for more than 3 (three) seconds without touching Dazzle Board - offense loses one down; on inside - player(s) barred from inner circle for remainder of play. **PENALTY 06** - Personal foul - covers illegal use of the hands, illegal blocks, clinched fist or illegal picks and fouling the spinner - constitutes a free spin. If Designated spinner or Side out in straight scoring offense has choice of man running around outside of the inner circle line once and then attempting a free spin within a 4 (four) second period of time or attempting to complete a spin against two defenders within 4 (four) seconds. If Face off in straight scoring offense has 4 (four) seconds for a runner against two defenders to cross into the safe zone from the follow through. On inside, free lift of bar as is for 2 (two) points.

**PENALTY 07** - Technical foul - covers unsportsmanlike conduct, constitutes a free spin, a free lift and possession of the Dazzle Board. If straight scoring receiver team runs a man around outside of the inner circle line once within 4 (four) seconds and then attempts a free spin, then offensive possession. On inside, free spin for lift, free lift and offensive possession.

**PENALTY 08** - Illegal defense - more than 5 defensive players on field at a time, offense get option of restarting segment clock or 1 (one) additional down. On inside, option of restarting segment clock or removing 1 (one) defensive player for remainder of offensive possession.

**PENALTY 09** - Player out-of-order, incorrect player up to spin - loss of one minute playing time.

**PENALTY 10** - Off Side by defense - offense receives 1 extra down; Off side by offense - offense loses 1 down. On inside, N/A.

11. Player(s) use of mechanical mechanisms to enhance lift - team forfeits contest.

12. Team calls time out without any during run - 1 (one) down taken if offense or 1 (one) down given if defense. If during Board play, coach leaves playing area for 2 segments. Other offense(s), coach leaves for remainder of half.

13. Delay of game, too much time in the inner circle - player confined to outer circle for rest of segment.

14. If player breaks outer circle confinement- player sent to Penalties area for rest of segment.

15. Coach on the Dazzle field, 1<sup>st</sup> offense - warning from official; 2<sup>nd</sup> offense - captain waits out rest of segment in Penalties area.

16. Unauthorized use of dictionary or calculator - player ejected from game; second offense - team loses challenges and or 2 qualifying slots for rest of

- half; third offense - team loses 2 more qualifying slots and captain waits out 2 segments in Penalties area; fourth offense - team loses another slot and 3 players to the Penalties area.
17. Unsportsmanlike conduct - flying tackle, clinched fist or ill treating the Dazzle bar - warning or player waits out two segments in Penalties area; second offense - player is ejected from the game and free spin and lift is awarded. If straight scoring offense has choice of man running around outside of the inner circle line once and then attempting a free spin within a 4 (four) second period of time.
18. Player touched pointer or Dazzle Board mounting (side of the Dazzle Board) and fails to leave inner circle - player waits out segment in Penalties area.
19. Player leaves field and returns continuing run - penalty is off side, line of play will be the point of where player left the field. On inside, N/A.
20. Holding longer than 2 seconds, player confined to outer circle for rest of segment; second offense, player confined to penalties area for rest of segment.
21. Player leaves the field prior to receiving the run from the runner - no reception will be observed. Run will be downed at the point reception was tried. On inside, N/A.
22. Holding below the waist or above the shoulder - holder will wait out the segment; second offense - will wait out the half; third offense - ejection from the game.
23. Late hits - player wait out rest of the segment.
24. Movement on outer circle prior to official's spin - player will wait out rest of segment in the Penalties area.
25. Offense moving on the line of play - offense loses one down. On inside, N/A.
26. Runner touches pointer or dazzle board mounting - run goes back. On inside, N/A.
27. Offensive team fails to put man on the line of play - loss of one down. On inside, N/A.
28. Player leaves penalty area before being dismissed - player ejected for the half.
29. Player lands on top of Dazzle Board - player ejected for the half. 2<sup>nd</sup> offense player suspended for 2 contest. 3<sup>rd</sup> offense, player will be suspended for the remainder of the season.

#### **Referee Signals**

1. tap head, both arms hash to left - player ejected from game; covers the following:
  - A. lost of player, player ejection;
  - B. player fighting;
  - C. player use of improper Dazzle Equipment;
  - D. player use of mechanical mechanisms to enhance Dazzle;
  - E. coach being ejected;
  - F. player name not recorded and
  - G. certain violations of the serious infractions.
2. right leg up, right fist thrust downward to left - player subtract weight
3. right fist thrust up to the left - team has scored
4. left arm extended out in clinched fist, back and forth - player waging a weight
5. right hand over eyes lifting up to see - player take a guess
6. right thumb and forefinger with inch gap between them and other finger

- closed, held bent elbow at shoulder height - add 2 ounces
7. right forefinger pointed straight up with partially closed fingers moved in counter-clockwise motions, held bent elbow at shoulder height - player starts over again (required weight)
8. both hands brought together in front of chest - free spin
9. run in place - player ante-up again
10. time out - player or coach yells time out and waves an arm back and forth in front of their face.
11. warning - right hand closed with thumb pointing straight up, the right hand comes down across the left wrist as the left arm is coming up from the side of the body, palm open, facing down, they meet in front of the body to the left side about belly high and the open palm points to the warned player.
12. stop the clock - referee holds right arm straight up in an opened palm facing forward.
- 12-A. stop the segment clock - official holds both arms straight up w/open palms facing forward.
13. start the clock(s) - referee holds right arm straight up in a clinched fist facing forward.
14. team forfeits contest - closed fist with arm held out in front of body and the thumb is pointing straight down, towards the ground.
15. delay of game - both arms straight to the side of the body, at shoulder height.
16. name not recorded - right arm straight out in front of the body at shoulder height w/fist closed pointing vertically opening and closing twice in succession.
17. use of improper equipment or mechanically enhancing the dazzle - w/both arms at the side, lift the left leg up and stomp the left foot down on the ground.
18. calling time out w/out any left - left arm w/open palm out at a 45 degree angle above shoulders in front of the body and right arm too, but bent at the elbow and the right hand goes over to the left elbow in a grasp.
19. coach on field w/out timeout - facing north bring both hands up and place them on the hips, then face south and repeat this motion.
20. restart the dazzle clock - referee holds both arms straight up in a clinched fist facing forward.
21. shouting obscenities - bring the right arm up to the mouth w/the hand open, placing the hand on the side of the mouth.
22. unauthorized use of dictionary or calculator - clinch both fist and bend the elbows so as to allow both arms to cross themselves over the chest.
23. leaving the Penalties area before being released - referee uses signal # 1, player ejected from game.
24. unsportsmanlike conduct/technical foul - facing south both hands come straight up in front of the body and cover the eyes, then facing north repeat the act.
25. lift valid - right arm comes up, bent at the elbow in clinched fist stopping by the side of the face and left arm comes over clinching right wrist.
26. lift not valid - repeat number 25 but w/out left arm coming over clinching right wrist.
27. challenge, team (name) forfeits 2 minutes of their next play segment - left hand open comes up about chest high in front of body w/bent elbow then, right hand comes over to it and goes back and forth w/fore finger and thumb together, as if pretending to write something in left hand.
28. challenger wins - left fist comes up to touch side of forehead then, then

- extend left arm straight out in front of body w/left fore finger and thumb pointing straight out but, the rest of the hand in a clinched fist.
29. challenger loses - right fist comes up to touch side of forehead facing south, then face north left fist comes up to touch side of forehead.
30. Illegal offense/defense or movement - both arms are brought up shoulder height w/ clinched fist as if showing your muscles, covers the following:
- A. no offensive player on the line of play;
  - B. more than 5 defensive or offensive players on the field;
  - C. offense moving on the line of play, prior to the runner or a player being set and
  - D. movement on the outer circle prior to the official's spin.
31. substitution - turn sideways so right arm w/hand open can be extended out about shoulder height to opposing team's bench then, bring the arm inward towards the chest in a beckoning motion
32. Player out of order - with both arms at about shoulders, slightly bent, drop left arm while bringing right arm upward and then, reverse the process bringing the left arm up and dropping the right arm down.
33. personal foul - referee bends left arm so left palm open will be about waist high, on left side of body and smashes right fist in left palm; covers the following:
- A. holding;
  - B. late hits and
  - C. toss or arm drag within the inner circle.
34. spin is good - a valid spin is signaled by an official simply extending one of their arms straight out from the shoulder and w/one finger pointing out and other fingers clinched in a fist.
35. spin no good - an official simply says "no spin."
36. official's time out - left hand is held bent at the elbow slightly above the head and the right hand, pointed straight up comes up to the center of the left palm.
37. signal for action to start - right arm starts from at the side and winds around several times.
38. handoff good - hands clasps together in front of official about shoulder high with arms bent and hands about a foot from the body.
39. interception of hand off good - hands together in front of body about shoulder high with arms bent and hands about a foot from the body with and left hand turned inward with palms facing body and right hand turned outward, away from the body with forefingers locked, in a pulling apart motion.
40. hand off or interception of hand off no good - referee say no reception.
41. delay of game - palms together brought up to right side of body as if you are going to make a sleeping motion, but hands stop about one foot before reaching the head at the sleeping motion angle. Covers:
- A. player touches pointer of dazzle board mounting and fails to leave inner circle and
  - B. out of bounds player returns to receive the run
42. off side - right arm comes up touches the chest and in a chopping motion goes slightly toward the right side and repeats once.